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Title: Spellbook of Sorcery

Author:  
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Prologue:

These are all the  
known spells of  
sorcery, the  
knowledge needed to  
cast them is contained  
within the volume On  
Sorcerous Ways.

Extinguish

By use of this spell,  
the caster attempts to  
douse a Fire. When  
focused upon the  
Sorcerer himself all  
fires within a certain  
range will be  
quenched, otherwise it  
will douse the fire  
upon which it is  
specifically focused.

Runes: - An Flam

Red Candles: - All

black Reagents: -

Pumice at both

Perivolcanæ and the

Aphelion Ignite This

invocation brings fire

into existence upon a

substance that will

accept it. It can be used

to light a single candle,

or if the Sorcerer

focuses the energy

upon himself, it can

light all within a

range determined by

the power of the

Sorcerer. Runes: - In

Flam Red Candles: -

Aphelion Reagents: -

Ash at the Aphelion -

Pumice at both

Perivolcanæ Endure

Heat This spell

creates a shimmering

field around the

Sorcerer that will

allow him to touch any

non-magical flame  
and remain unhurt. A  
Sorcerer with this  
spell active can even  
endure the heat of  
lava if it is solid  
enough to support his  
weight. Runes: -  
Sanct Flam Red  
Candles: - Both  
Perivolcanae Reagents:  
- Obsidian at both  
Perivolcanae - Iron at  
the Aphelion Flame  
Bolt A bolt of flame is  
released when the  
Sorcerer invokes this  
spell, shooting forth,  
unerringly to the  
object of the  
Sorcerer's ire. Upon  
reaching its  
destination, it  
explodes, causing  
moderate damage to all  
things caught within  
its range. Runes: - In  
Ort Flam Red Candles:  
- Perivolcan Ze,  
Mesostel Pa, and the  
Aphelion  
Reagents: - Ash at  
Mesostel Pa -  
Pumice at Perivolcan  
Ze - Iron at Mesostel  
Ze

Fire Shield  
Flames circle the  
Sorcerer at the casting  
of this spell. Only  
creatures of Daemonic  
origin can cross this  
barrier. Not even the  
Sorcerer can cross  
this protective ward.  
Anyone foolish  
enough will be thrown  
back and burned in the  
bargain.  
Runes: - In Flam An  
Por  
Red Candles: - Both  
Perivolcanae and  
Mesostel Pa  
Reagents: - Ash at

Mesostel Pa -  
Obsidian at both  
Perivolcanae - Iron at  
the Aphelion

Create Fire  
Fire erupts at the  
location or beneath the  
victim of the  
Sorcerers focused  
will. This fire  
remains for a time,  
then dissipates.  
Runes: - In Flam  
Ylem  
Red Candles: - Both  
Mesostelae  
Reagents: - Ash at  
both Mesostelae -  
Pumice at Perivolcan  
Ze - Obsidian at  
Perivolcan Pa

Armor of Flames  
The Sorcerer is bathed  
in a corona of flames  
that ward off Fire of  
a magical nature.  
These flames will  
protect the Sorcerer  
for a time, then  
vanish.  
Runes: - Vas Sanct  
Flam  
Red Candles: - Both  
Perivolcanae and  
Mesostel Ze  
Reagents: - Ash at  
Mesostel Pa -  
Obsidian at both  
Perivolcanae - Iron at  
the Aphelion -  
Brimstone at Mesostel  
Ze  
Explosion  
A bolt of flame is  
released when the  
Sorcerer invokes this  
spell, shooting forth,  
unerringly to the  
object of the  
Sorcerer's ire. Upon  
reaching its  
destination, it  
explodes, causing  
heavy damage to all  
things caught within

its range.

Runes: - Vas Ort

Flam

Red Candles: -

Perivolcan Pa,

Mesostel Ze, and the

Aphelion

Reagents: - Ash at

Mesostel Ze - Pumice

at Perivolcan Pa -

Iron at Mesostel Pa -

Brimstone at the

Aphelion

Summon Daemon

This dangerous ritual  
of binding will

summon a daemon to

attack a foe of the

Sorcerer's choosing.

The danger of this

spell lies in the fact

that if no victim is

specified, the daemon

will attack the

summoner.

Runes: - Kal Flam

Corp Xen

Red Candles: - Both

Perivolcanae,

Mesostel Pa, and the

Aphelion

Reagents: - Ash at

Mesostel Ze - Pumice

at Mesostel Pa -

Obsidian at both

Perivolcanae -

Daemon Bone at the

Aphelion

Banish Daemon

This spell attempts to

force a Daemon to

return to the plane of

Fire from which it

was summoned.

Although not always

successful, this is a

Sorcerer's best

defense against these

beasts.

Runes: - An Flam

Corp Xen

Red Candles: - Both

Perivolcanae,

Mesostel Ze, and the  
Aphelion

Reagents: - Ash at

Mesostel Pa -

Pumice at Mesostel

Ze - Iron at both

Perivolcanae -

Daemon Bone at the

Aphelion

Conflagration

This summoning will  
temporarily bring into  
our realm a daemonic  
force of destructive  
nature. All foes, and  
indeed everything  
around, will feel its  
wrath while the  
Sorcerer will remain  
unharmd.

Runes: - Kal Vas

Flam Corp Xen

Red Candles: - All red

Reagents: - Ash at

Mesostel Ze - Pumice

at Perivolcan Ze -

Osidian at Perivolcan

Pa - Iron at Mesostel

Pa - Brimstone at the

Aphelion - Daemon

Bone at both

Perivolcanae and the

Aphelion